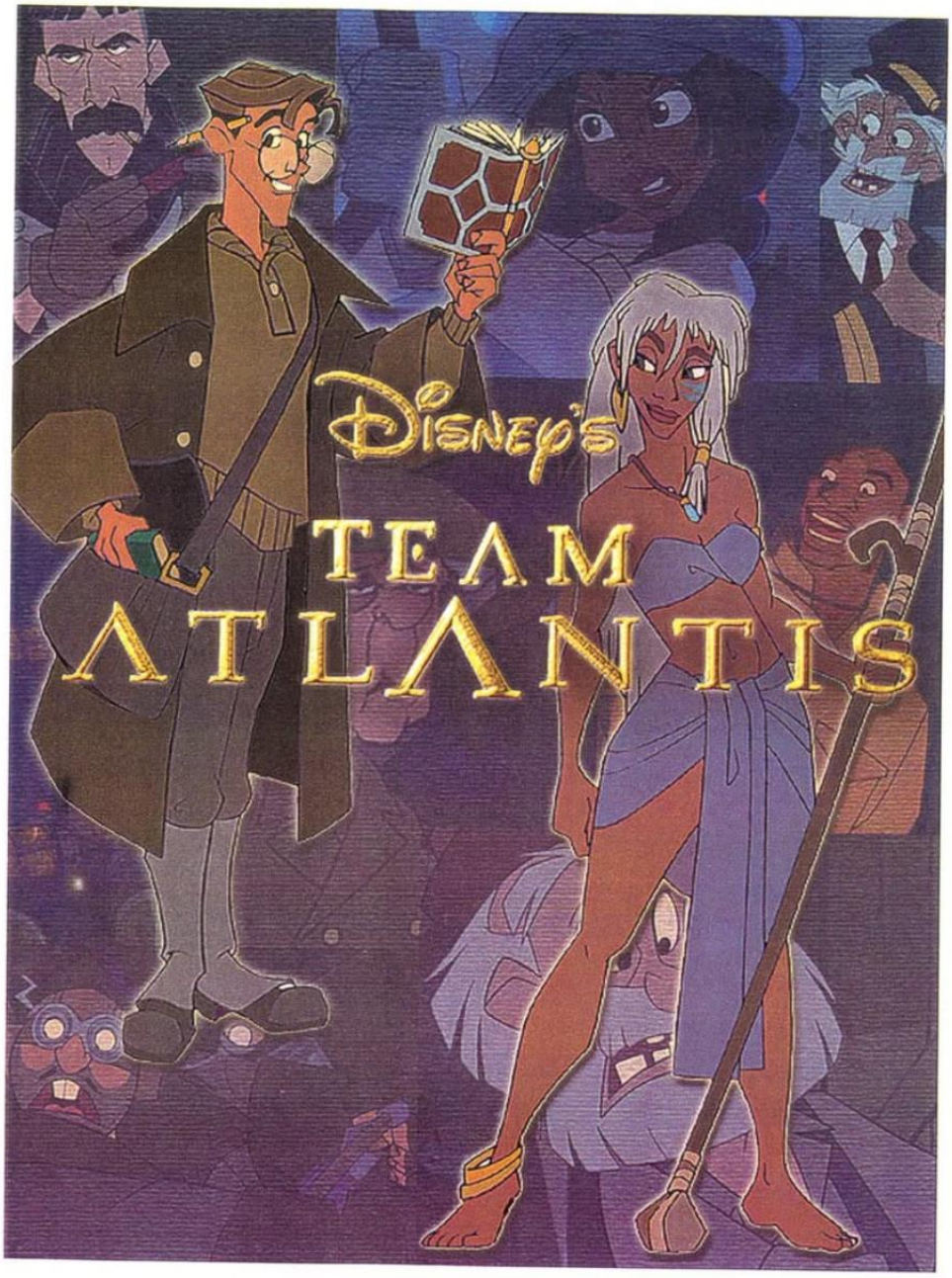
Script Assignments

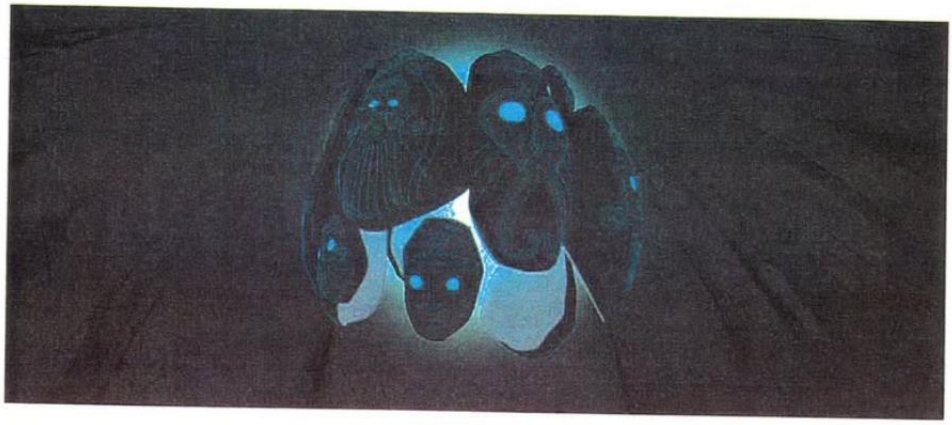
1. Kraken
2. Monster
3. Yeti
4. Coyote Wind
5. Mask of Kota Bulu
6. Ragnarok
7. Seeds of Babylon
8. Trickster
9. Howl
10. The Last

11. Rebellion
12. Ahkenaton
13. Nazca Lines
14. Spirits of Machu Pitchu
15. Eyes of Bushongo
16. Antartica
17. Kir Kluke Nah
18. Army of Earth
19. Thunder Lord
20. Stone Warriors/Moai

21. Geargremsprock
22. Stragglers
23. Bermuda Triangle
24. Shangri-la
25. Shen-Lung
26. Beacon
27. Steele Baum
28. Hunted
29. ---------- Henry Gilroy
30. ---------- Marty Isenberg

31. ---------- Kevin Hopps
32. ---------- Tom Hart
33. ---------- Henry Gilroy
34. ---------- Marty Isenberg
35. ---------- Kevin Hopps
36. ---------- Tom Hart
37. ---------- Marty Isenberg
38. ---------- Tom Hart
39. ---------- Henry Gilroy


Disney's
TEAM
ATLANTIS



The Legacy of the Crystal

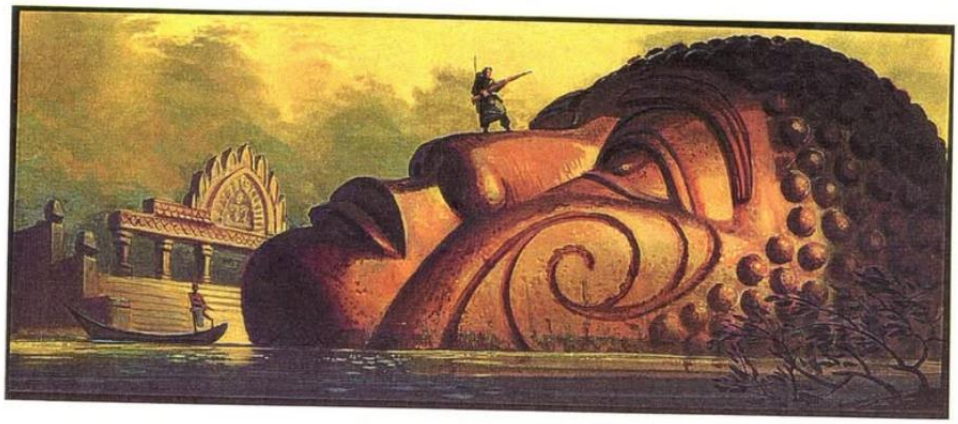
Series Backstory

Milo Thatch, cartographer and linguist, was doing important work and he and Queen Kida were growing closer with each project. But one day his crystal amulet fell into the pages of The Shepherd's Journal and a glowing spiderweb of was revealed between the lines of ink. It told of the darker secrets of Atlantis, of ways that outsiders had subverted the pure nature of the crystal, of monsters, of their epic myths possibly based on fact. The writing suggested that those dangers remained on the surface of the planet, dormant, because the crystal Heart of Atlantis had been lost.

But the crystal isn't lost anymore.

Preston Whitmore is a multi-millionaire whose business interests span the planet. Although he's retired from the day to day concerns of running his corporate empire, the old man likes to keep his ears open for the strange and unusual stories which have fascinated him throughout his life. Now reports are coming in from around the world that are more than strange and unusual, they're downright incredible and a touch horrifying. Lake monsters in Scotland, mummies walking across the deserts of Lower Egypt and elemental beings of fire and frost battling in the mountains of Iceland. What's going on?

Milo has figured it out. All the shards of crystal left on the surface have been re-energized by the Atlantis crystal. That energy has shifted the balance of the psychic world, recreating the conditions of the ancient world when magic was a reality. Suddenly, arcane spells studied by would be alchemists and wizards are working, unleashing power that those apprentice sorcerers cannot control. Monsters sniff the ether and rise from their eight thousand year hibernation while the cruel gods of ancient barbarians are turning toward our world like moths to flame. And there is direct connection to some of the crystals themselves: the ancient war machines now glow with power, new leviathans waiting to be unearthed.



It's time to call **TEAM ATLANTIS.**

Team Atlantis.

The Series

Milo and Kida feel they must warn Preston Whitmore of the dangers newly revealed in the Shepherd's Journal. But as they leave Atlantis a sub-seaquake collapses the tunnel behind them! Will they be stranded on the surface, separated from Atlantis forever?

Whitmore vows to help them discover a way back, however long it takes. In the meantime, the secret writing speaks of incredible hazards, vicious monsters and ancient mysteries that may threaten the surface world. Milo urges Whitmore to call the team together again.

But will they come? They're no longer mercenaries. They returned from Atlantis with enough gold to retire and their own Atlantean crystals assuring them health and long life. Why give up all that to risk their lives on expeditions into the unknown?

Sweet, Audrey, Vinny, Mole, Cookie, and **Packard** were all changed by their adventure in Atlantis. They might have gone as mercenaries but they returned as heroes. Perhaps because of that change they found that, despite the riches, something was missing in their life...each other. They missed the camaraderie of the team, the excitement of shared adventures, knowing that the others had their back no matter what the situation. And so they dropped what they were doing and came running when Whitmore called, ready to take on the unknown.

These are the stories of the new team...

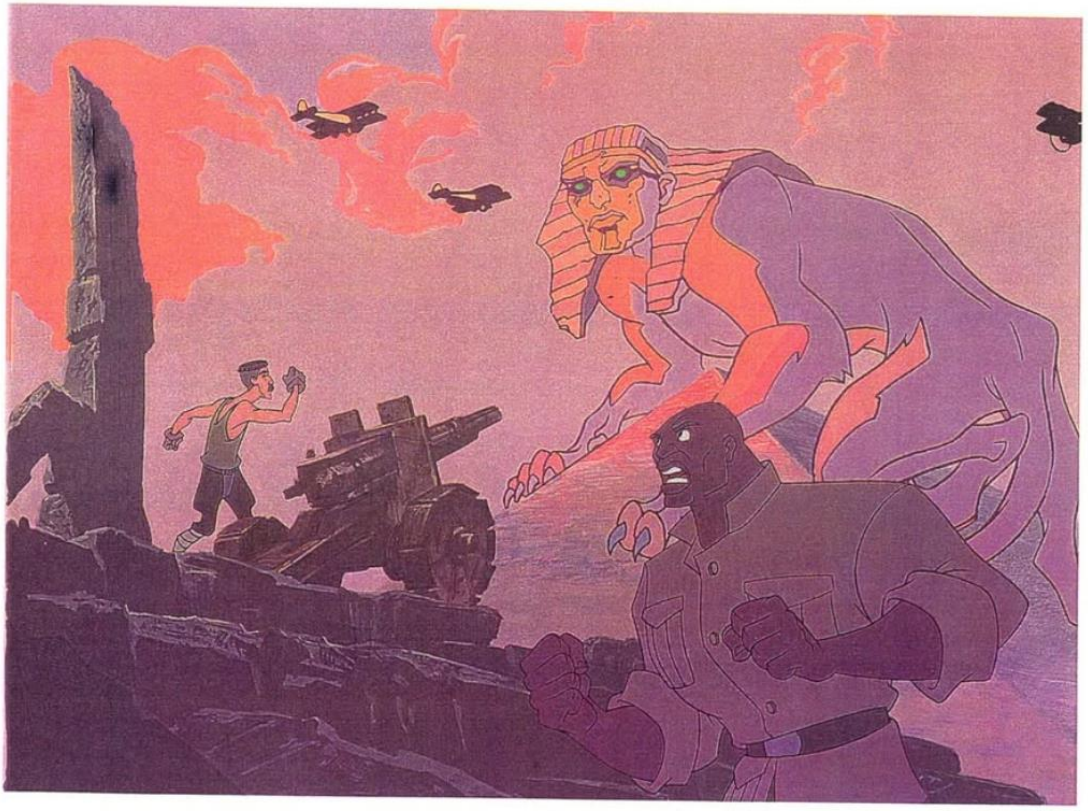
The adventures of Team Atlantis will be filled with mystery, suspense, and over the top action, but at the center of all that excitement are characters that we really care about. The cast is a family whose members depend on each other and we'll enjoy seeing how their relationships grow. Each weird adventure draws them closer and each individual grows into a better person.

Sometimes the newly discovered text inside *The Shepherd's Journal* will lead them into mystery. Other times Packard will pull some hint of weirdness off the telegraph wire. Eventually, Team Atlantis will become famous -- in elite circles -- for what only they can do. The strangest people, and even stranger organizations, will seek them out to beg, bribe or blackmail them into dealing with all sorts of spookiness.

They'll travel the globe. During the Republican Revolution in Istanbul, they'll learn the true story behind the legend of the Trojan Horse: a War Machine powered by an Atlantean crystal and human souls. On the North Sea, they'll battle the Kraken, a sea monster that keeps an entire town in thrall. At the center of a volcano, they'll match wits with Hawaiian leprechauns, the Menehunes. They'll discover the secret of King Arthur and Excalibur among the arches of Stonehenge.

And that's just the beginning. In Scotland, the Loch Ness Monster. In Mexico, Quetzalcóatl. In China, there be dragons. In Egypt, they'll face the Mummy's Curse. And in Norway, they'll prevent Ragnarok, the Viking Apocalypse, from destroying the Earth. And many of these adventures will have ancient links to Atlantis.

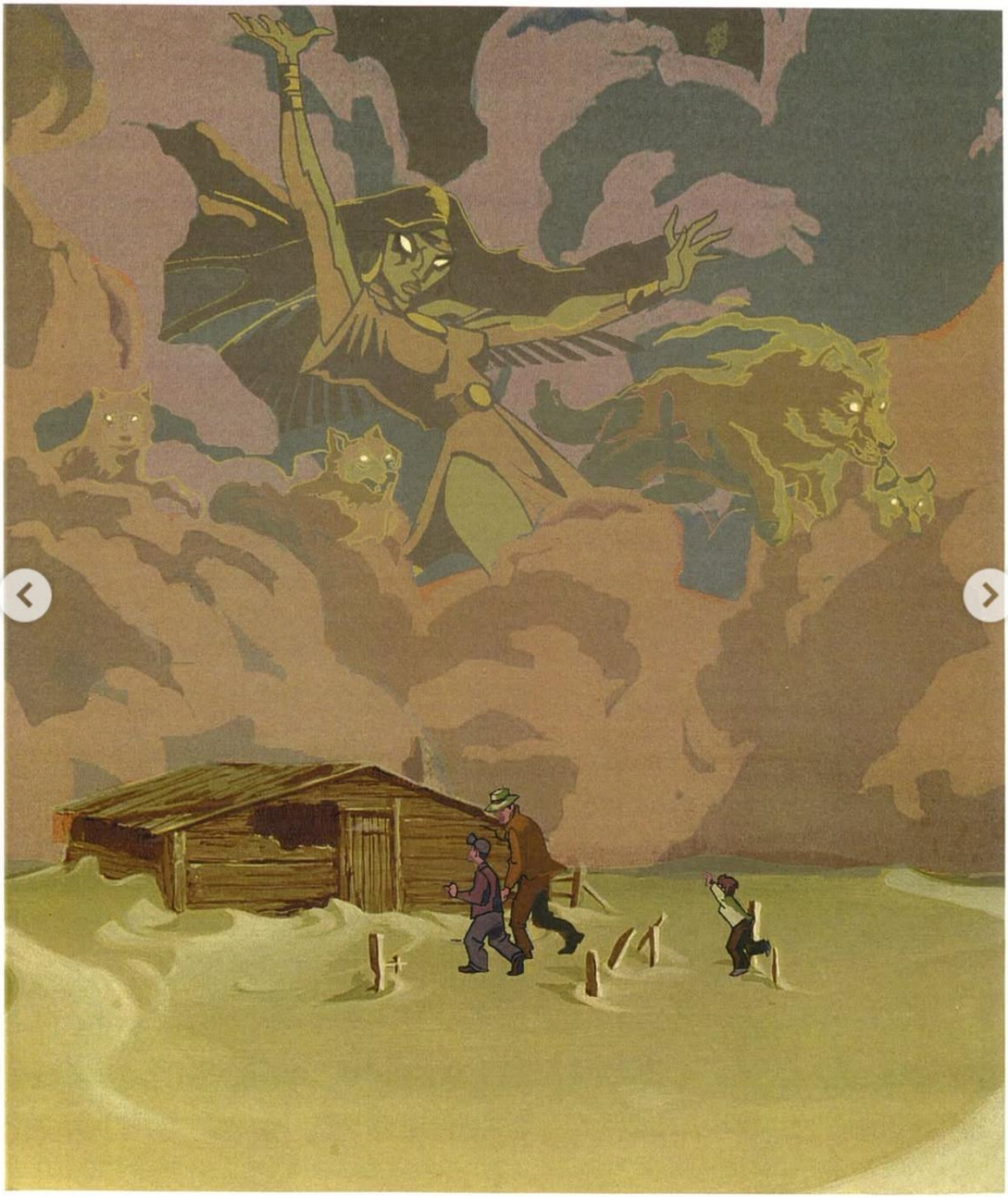
Whitmore's mansion is the base of operations for the team with the old man as the logistical head. His communication network uncovers most of the adventures and his worldwide contacts can smooth over the team's involvement in local affairs.



Mole and Audrey have worked with Milo's translations and have adapted the power of the crystal to their planes and vehicles. This allows the team to reach most places on the earth in a matter of hours or days instead of weeks and months. They still have the "bolts and sheet metal" look of the early 20th century but with a less literal sense of design. But one thing that Kida will not let them do is to create any form of crystal-based weapon. That path nearly destroyed her people and she won't have them repeating those mistakes.

The crystals worn by the team allow them to survive injuries that would normally kill them. But they are not invincible. The success of each mission depends on their willingness to risk their lives to protect the innocents of the modern world and correct the transgressions of the old. The spirit of Atlantis, the dream of a better world, is not just a crystal around their necks. It's a belief they carry in their hearts that they're willing to fight for.

Think of this show as "The X-files of Milo Thatch" with a huge dollop of Indiana Jones. Thrills, chills, scares and laughs in simple stories with a surprise twist. The adventure continue in



henrygilroy2047 • Seguir

henrygilroy2047 20 years ago today an animated film I co-wrote, Atlantis: Milo's Return, the sequel to Disney's Atlantis: The Lost Empire was released on dvd. Most fans don't know the straight-to-video film was actually composed of 3 episodes of a planned spinoff series of 39 episodes called Team Atlantis that followed the adventures of the film's characters as they investigate supernatural mysteries on the surface with Atlantean connections.

henrygilroy2047 • **Seguir**

We brought back most of the original cast including the fantastic @Iamcreesummer as #PrincessKida and the amazing @jatactor (replacing Michael J. Fox) as #MiloThatch and a terrific animation team led by producer #TadStones and original designer #MikeMignola creating creatures.

Over 30 stories were written, 20 were recorded and more than 10 were in animation when the series was abruptly cancelled by Disney due to the feature's "poor performance." Attached are some images of art and story of what could have been along with the original pitch bible...